Richmond Chang (changrichmond.me)

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SOFTWARE ENGINEER

SKILLS

- Java; C#; C++; Python; SQL; Functional programming; HTML/CSS/JSP; XPath, XML; UNIX
- Visual Studio; Eclipse; Git, SVN; SQL Server; MS Office

EDUCATION

University of California, Irvine   *June 2015*
- Bachelor of Science, Computer Science   GPA: 3.8
- Bachelor of Science, Software Engineering

Select Courses: Algorithms and Data Structures; Computer Graphics; Intro to A.I.; Linear Algebra; Compilers; Computer System Architecture; Numerical Analysis; Project Management; Senior Design Project

EXPERIENCE

UCI Office of Information Technology   *December 2012 – Present*
Student Programmer
- Developed a Java web application integrating Spring and Hibernate into the campus-wide student billing system to allow staff to view, add, and edit lab and lab sections for academic quarters.
- Gathered requirements, designed, documented, and maintained the web application.
- Wrote SQL scripts to help convert the old financial system. Used UNIX to manage and test scripts.
- Replaced the maintenance downtime logic in existing pages with a customizable, general function.

Web Data Extraction - Freelance   *November 2012 – January 2013*
- Built C# programs parsing tax property pages from HTML into structured data for contractors.

Tagawa & Curtis Orthodontics   *June 2010 – August 2010*
Orthodontic Technician
- Sterilized, packaged and prepared trays for doctors' use.
- Managed supply inventories and performed administrative tasks.

PROJECTS

Advanced Computer Graphics Course Ray Tracer   *April 2013 – June 2013*
- Developed a ray tracer in C++ from a skeleton project; implemented intersection, ray casting, anti-aliasing, shadow and shading code to generate realistic images.

BoardGameServer   *February 2014 – March 2014*
https://github.com/Inf-122-Team-3/finalprojectteam3
- Created a flexible server-client system in Java to allow any board games to be played.
- Designed and documented both the architecture and the communication between components.
- Collaborated with a team of 9 members. Lead the 3-person graphical user interface sub-team. Presented reports with team members to the class.

Ludum Dare 29, 30   *April 2014, August 2014*
- 48-hour competition where games are created from scratch by one individual
- Programmed games in Java using LibGDX framework
    - Boat Simulator – A sandbox where the player moves around a boat in buoyant water
    - Fairy Hunter – An arcade game where the player captures fairies by switching dimensions